



CTE INTRO COMPUTER PARTS

Mr. Wood

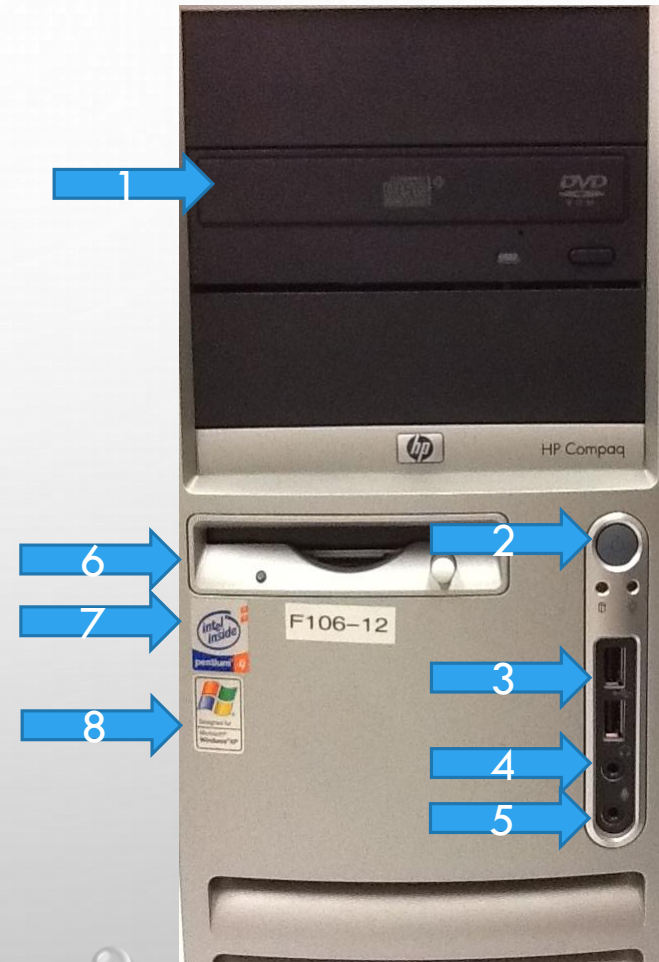
Created by Jeff Hinton 2014
Modified by Mike Wood (2014)



THE COMPUTER CASE - FRONT

LABEL THE FOLLOWING PARTS FOUND ON THE FRONT OF THE COMPUTER:

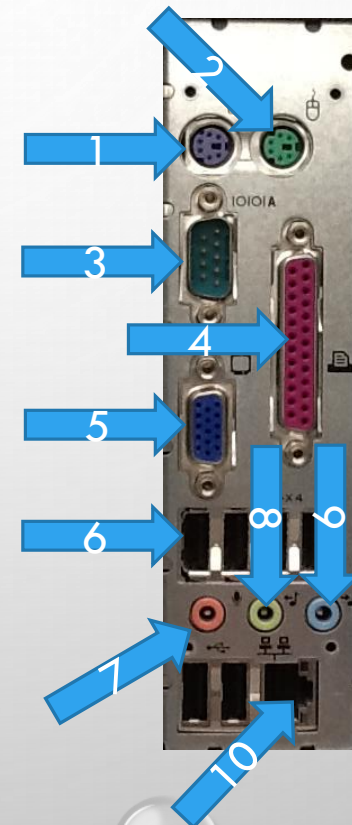
1. DVD-ROM DRIVE
2. POWER SWITCH
3. USB PORTS
4. HEADPHONE JACK
5. MICROPHONE JACK
6. FLOPPY DISK DRIVE
7. INTEL PROCESSOR
8. MICROSOFT XP OPERATING SYSTEM



THE COMPUTER CASE - BACK

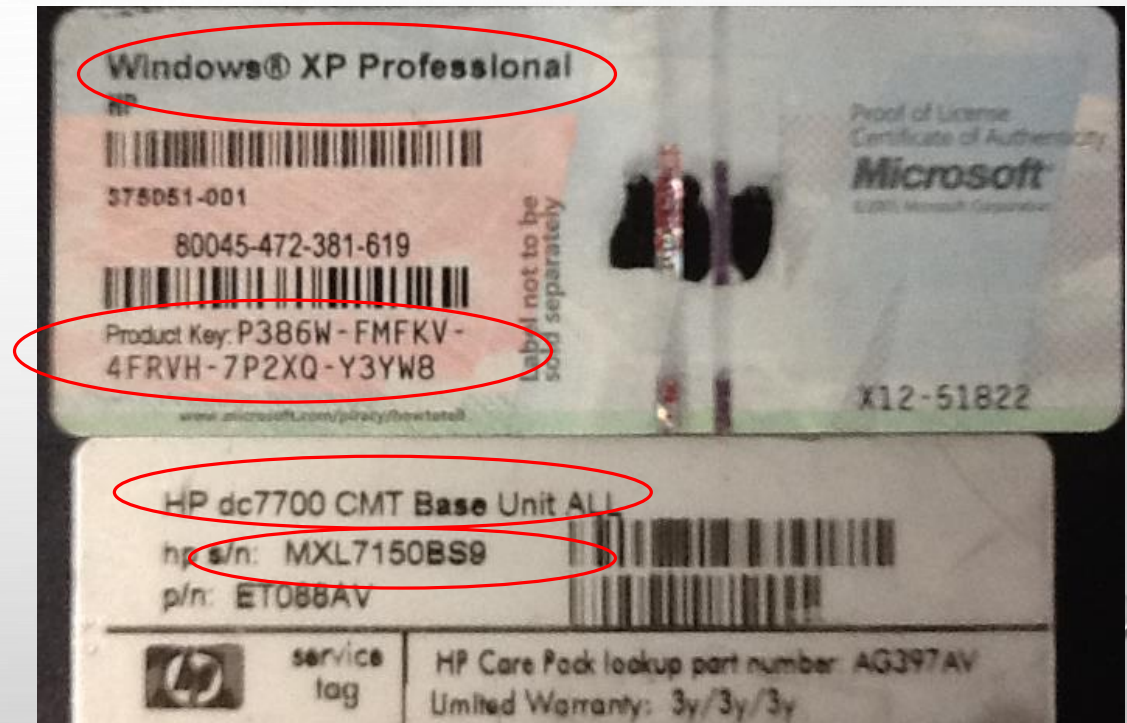
LABEL THE FOLLOWING PORTS FOUND ON THE BACK OF THE COMPUTER:

1. KEYBOARD
2. MOUSE
3. SERIAL
4. PARALLEL PORT
5. MONITOR PORT
6. USB PORTS
7. MICROPHONE
8. LINE OUT
9. LINE IN
10. ETHERNET PORT



THE COMPUTER CASE – LABEL

- WHAT VERSION OF WINDOWS IS LOADED ON THIS COMPUTER?
- WHAT IS THE PRODUCT KEY?
- WHAT IS THE MODEL OF THE COMPUTER?
- WHAT IS THE SERIAL NUMBER (S/N)?



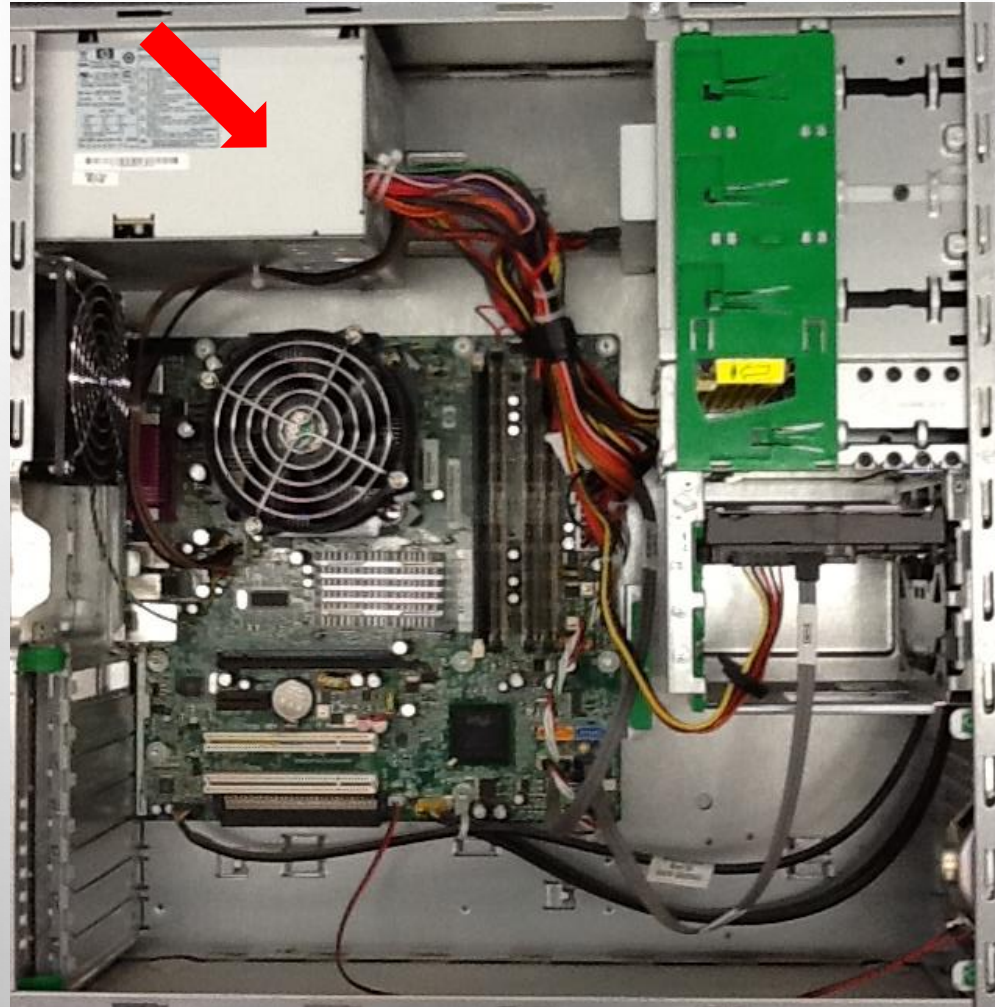
INSIDE THE CASE

- TAKE A FEW MINUTES TO SEE HOW ALL OF THE CABLE ARE PLUGGED INTO THE MOTHERBOARD.
- NOTICE THAT THIS COMPUTER HAS NO RIBBON CABLES.*



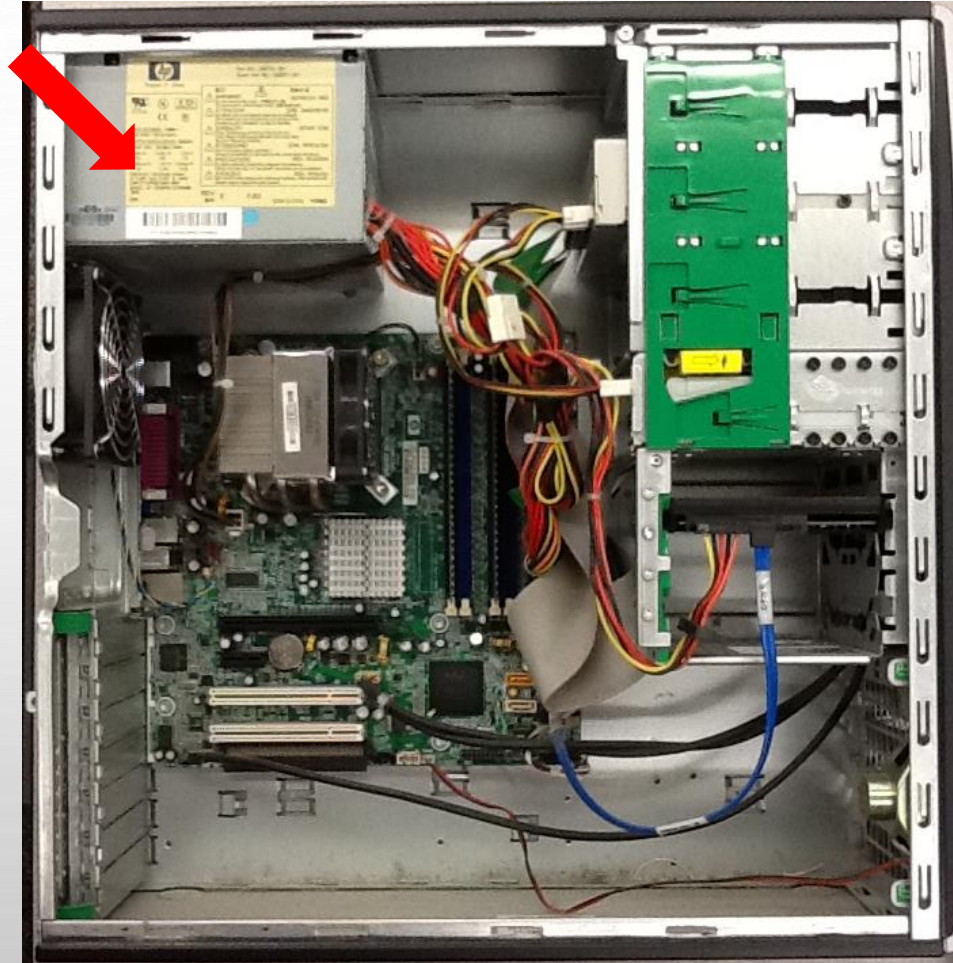
POWER SUPPLY

Distributes power to the various components of the computer.



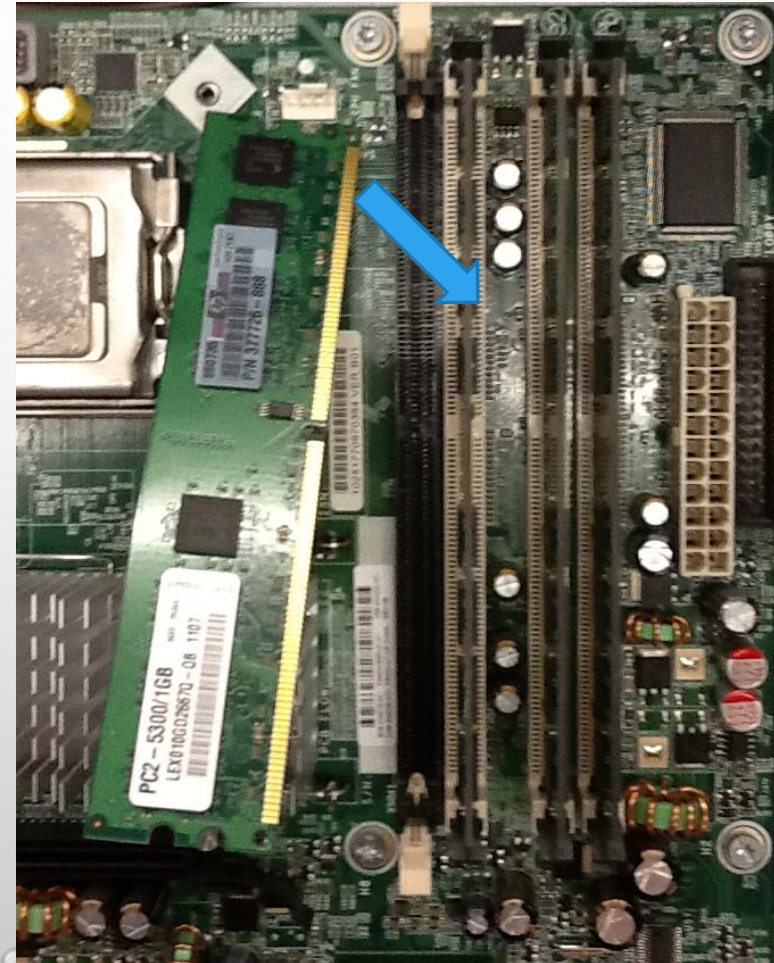
DVD-ROM DRIVE

Optical Drive. Reads and plays DVDs.



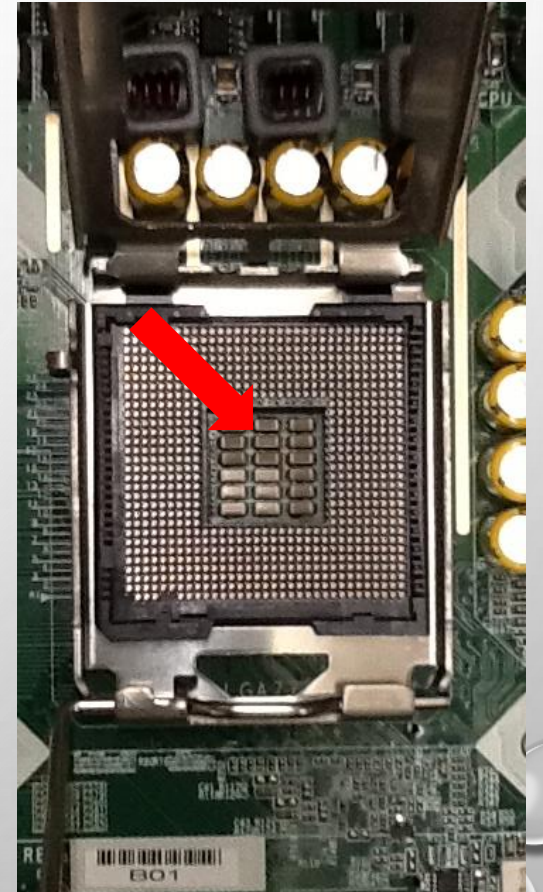
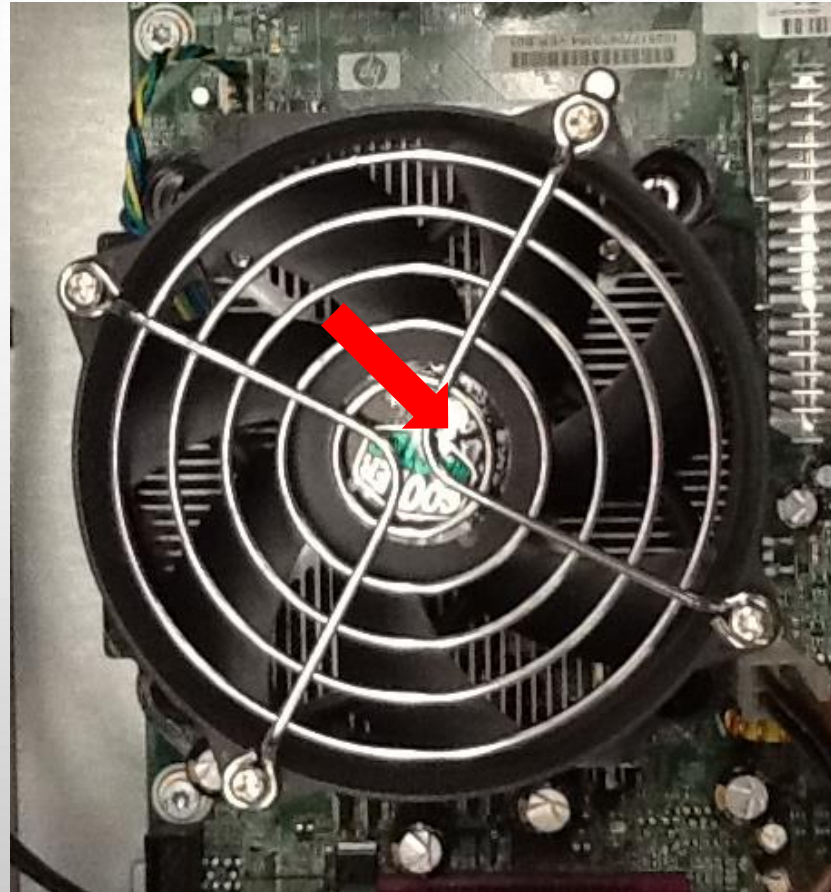
RAM (RANDOM ACCESS MEMORY)

RAM IS A COMPUTER'S TEMPORARY MEMORY, WHICH EXISTS AS CHIPS ON THE MOTHERBOARD NEAR THE CPU. IT STORES DATA OR PROGRAMS WHILE THEY ARE BEING USED AND REQUIRES POWER.



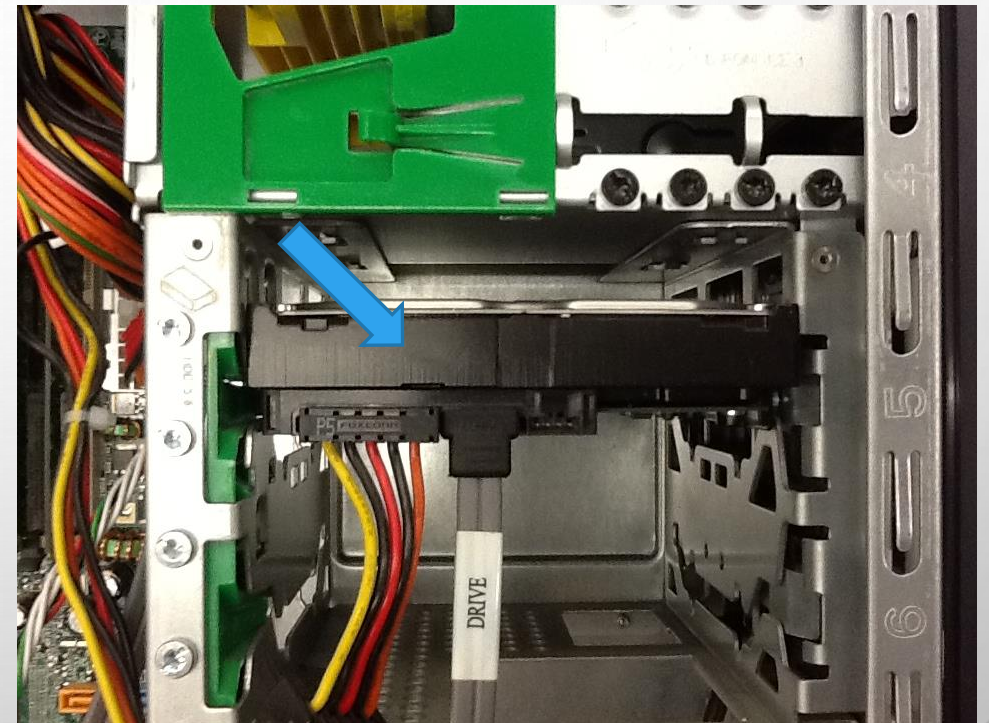
PROCESSOR (CPU – CENTRAL PROCESSING UNIT)

The CPU – the chip or chips that interpret and execute program instructions and manage the functions of input, output, and storage devices.



HARD DRIVE

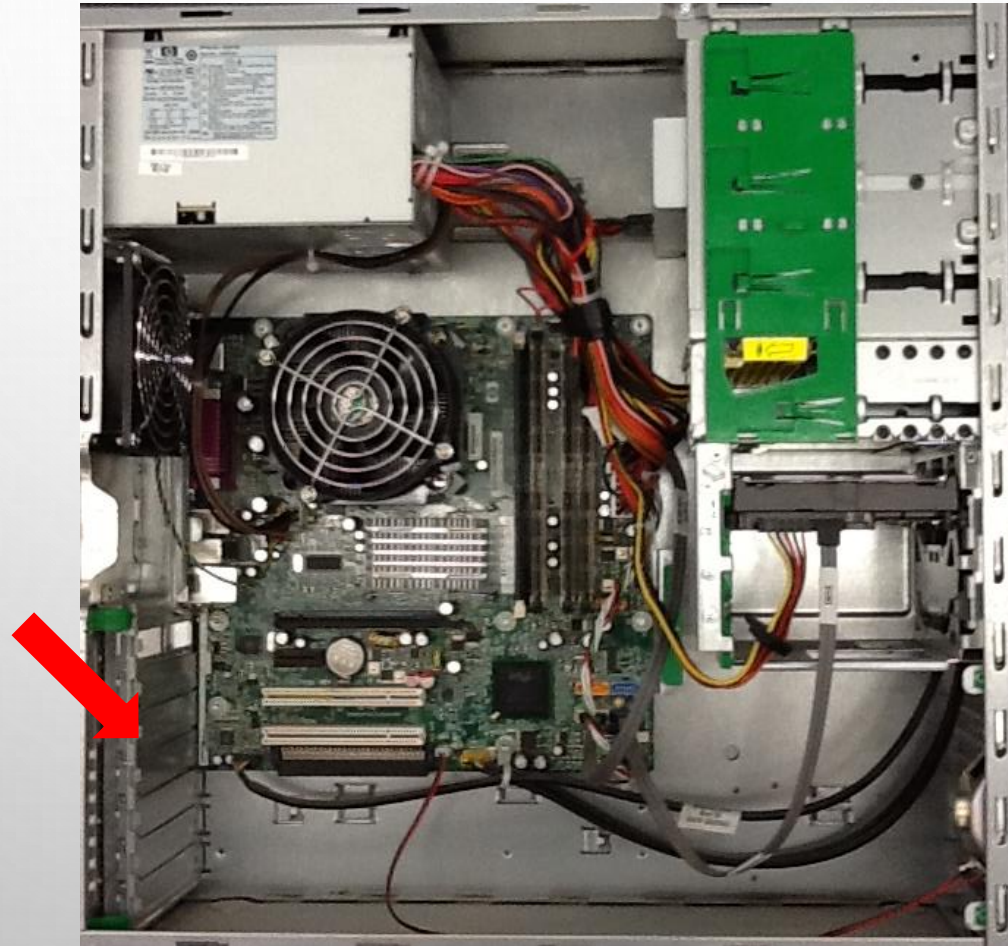
Magnetic storage device in the computer.



MOTHERBOARD



EXPANSION SLOTS



OTHER PARTS

SOFTWARE

- PROGRAMS THAT TELL THE COMPUTER WHAT TO DO. IT PROVIDES INSTRUCTIONS THAT THE CPU WILL NEED TO CARRY OUT.



HARDWARE

- PHYSICAL PARTS OF THE COMPUTER, INCLUDING PROCESSOR AND MEMORY CHIPS, INPUT/OUTPUT DEVICES, TAPES, DISKS, MODEMS, CABLE, ETC.



MONITOR

- A DISPLAY SCREEN TO PROVIDE “OUTPUT” TO THE USER. IT IS WHERE YOU VIEW THE INFORMATION YOU ARE WORKING ON.



VIDEO CARD

- CONNECTS THE COMPUTER TO THE MONITOR. IT IS A CIRCUIT BOARD ATTACHED TO THE MOTHERBOARD THAT CONTAINS THE MEMORY AND OTHER CIRCUITRY NECESSARY TO SEND INFORMATION TO THE MONITOR FOR DISPLAY ON SCREEN.



KEYBOARD

- USED TO ENTER INFORMATION INTO THE COMPUTER AND FOR GIVING COMMANDS.



MOUSE

- AN INPUT DEVICE OPERATED BY ROLLING ITS BALL ACROSS A FLAT SURFACE. THE MOUSE IS USED TO CONTROL THE ON-SCREEN POINTER BY POINTING AND CLICKING, DOUBLE-CLICKING, OR DRAGGING OBJECTS ON THE SCREEN.



SCANNER

- A DEVICE THAT ALLOWS PICTURES TO BE PLACED INTO A COMPUTER.



MICROPHONE

- ALLOWS THE USER TO RECORD SOUNDS AS INPUT TO THEIR COMPUTER.



SPEAKERS

- USED TO GENERATE OR REPRODUCE VOICE, MUSIC, AND OTHER SOUNDS.



SOUND CARD

- CONNECTS THE SPEAKERS AND MICROPHONE TO THE COMPUTER.



MODEM

- THE PLACE WHERE THE COMPUTER IS CONNECTED TO THE PHONE LINE.



NETWORK CARD

- A CIRCUIT BOARD THAT CONNECTS THE COMPUTER TO THE REST OF THE NETWORK USUALLY USING SPECIAL CABLES.

